

COP 3502 – Computer Science I



- Outline of Material Covered:
  - I. Arrays, Pointers, Strings, Files, Structs
    - Manipulation of array elements
    - Manipulation of struct components
      - Use of '.' vs '->'
    - Use of strings
      - strcmp, strlen, strcpy
    - Use of files (fopen, fscanf)
    - Dynamic memory allocation for arrays and for structs
      - malloc, calloc, and realloc



- Outline of Material Covered:
  - Linked Lists
    - Traversing a linked lists
      - Printing a list
      - Modifying list contents
    - How to allocate a node dynamically
    - Inserting elements anywhere in the list
    - Deleting elements anywhere in the list
      - Everything is fair game including insert/delete.
      - Know the code!



#### Outline of Material Covered:

- III. Recursion
  - Fibonacci, Factorial, Binary Search
  - Writing recursive functions
  - Tracing through recursive functions
  - Towers of Hanoi
  - Permutation
  - Reversing a string
  - Base conversion
    - Convert from some other base to base 10
    - Convert from base 10 to some other base
    - \*\*\*Convert from ANY base to ANY other base\*\*\*



#### Outline of Material Covered:

#### IV. Algorithm Analysis

- Big-O definition and finding the c value as shown in class
  - Understanding the various orders and what they mean
- "Practical" Problems such as those on the slides and also during the lab
- Analyzing code fragments and determining Big-O
- Solving summations
- Putting summations in their closed form (in terms of n)
- Analyzing code fragments and using summations to determine the Big-O



- Outline of Material Covered:
  - V. Recurrence Relations
    - You will have at LEAST one full recurrence relation to work out
      - This will be a 15 point question
      - We have done SEVERAL of these in class
        - No excuse at all to miss this question
    - You may have other smaller questions on this topic:
      - Given several equals representing several steps of the recursion, give the correct recurrence relation for the kth step
      - Given code, develop the recurrence relation
        - But don't actually solve it
      - And other similar questions on the topic



#### Outline of Material Covered:

#### VI. Stacks

- What they are and how they work
- The idea of Abstract Data Types
- Stack operations
- Converting Infix to Postfix
- Evaluating Postfix expressions
- Implementation of stacks using arrays and linked lists
  - Understand how the code works!



#### Outline of Material Covered:

#### VII. Queues

- What they are and how they work
- Basic operations of a queue
- Different implementations of a queue
  - Both regular array implementations
    - Be able to explain the problems with these two methods
  - Circular array implementation
    - Be able to explain why this one is better
  - Linked list implementation
- Be able to answer short questions on coding queues
- Know when to use a queue versus a stack



- Outline of Material Covered:
  - VIII.Binary Trees
    - Basic info on trees
      - root, leaves, height, # of nodes, complete tree, full tree, etc
    - What is a BST (ordering property)
    - Implementation of a BST
    - Tree traversals
      - Depth first (preorder, inorder, postorder) and breadth first



#### Outline of Material Covered:

- IX. Binary Trees
  - Insertion into a BST
    - Given a list of values, know how to make a tree inserting those values into the tree
    - Know the code for insertion
  - Deletion from a BST
    - Know the three cases and understand how to delete
  - Various functions
    - You WILL have a coding question on the test
      - Most likely to code some type of function on binary trees
    - Between the slides and lab sheets, you have more than a DOZEN examples. Make sure you are okay with them.



#### Outline of Material Covered:

- X. Sorting
  - Know running times of all sorts!
  - Know the N-squared sorts
    - Be able to show the step-by-step sorting of a list of values using any of these sorting methods
    - Just like what was shown in lab
    - Understand the limitation of these sorting algorithms
  - Merge Sort
    - Know how it works and be okay with the analysis of it
    - Understand the merge function
  - Quick Sort
    - Partition, best type of pivot, and analysis of quick sort



- Outline of Material Covered:
  - XI. Backtracking
    - Understand what is backtracking
      - How does backtracking differ from an exhaustive search?
    - Understand the N-queens problem
      - Know how to implement the problem using stacks
      - Be able to do an example if asked



#### Outline of Material Covered:

#### XII. Heaps

- What is a heap and what is its purpose?
  - What are the properties of a binary heap?
  - Know the variations of a heap
- Know how to add nodes to a heap
  - Where to add and then what to do afterwards
  - Percolate up
- Know how to delete from a heap
  - Where do we delete from? And what do we do afterwards?
  - Percolate down
- Know how to build a heap from scratch
- Understand the analysis of Heapify resulting in O(n)



#### Outline of Material Covered:

#### XIII. Hash Tables

- Know why we use hash tables
- Understand the use of hash functions
- Know what collisions are
- Know the different collision resolution methods:
  - Linear probing
  - Quadratic probing
  - Double hashing
  - Bucket hashing
  - Separate chaining
- Be able to compare and contrast resolution methods



#### Outline of Material Covered:

#### XIV.AVL Trees

- Know what is an AVL tree and what is its purpose
- Know how to insert node into an AVL tree
- Know how to delete nodes from an AVL tree
- Know how to fix an imbalances that occur
  - You can use EITHER the rotate method
  - Or the A,B,C method
- Know how to create a tree from a list of nodes
  - Just a series of insertions



#### Outline of Material Covered:

#### XV.Graphs

- Know the various graph terminologies
- Understand how to represent a graph
  - Adjacency matrix
- Be able to construct an adjacency matrix from a graph
- Graph Traversal algorithms as shown in class
  - Depth first
  - Breadth first
  - Do NOT worry about these
  - You will NOT be tested on them



- How to study:
  - KNOW and UNDERSTAND the notes
  - Make sure you are 100% on the notes
  - Make sure you are 100% on all the lab questions and their respective solutions
  - Don't waste time memorizing algorithms
    - Understand how they work and WHY they work
    - And be prepared to come up with your own
  - Look at the archive of Foundation Exams
    - Practice some of the problems (ones that are applicable)
    - http://www.cs.ucf.edu/registration/exm/index.html



- Types of Questions:
  - Some short answer questions:
    - Tracing through code
    - Questions on an algorithm discussed in class
    - Small questions on code
    - etc.
  - Writing Functions:
    - You will have to write functions
    - Perhaps on binary trees or on Heaps
      - And usually will be recursive



#### Exam Aids:

- You may use TWO 8-1/2"x11" sheets of paper
  - FRONT AND BACK
  - Typed or written doesn't matter
  - I don't care what you put on it

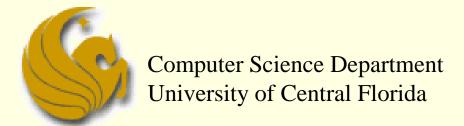
#### What you CANNOT use:

- Any electronic device:
  - Calculator, phone, ipad, you get the idea
- If you are seen holding ANY electronic device, you will get 10 points off immediately! If you were cheating with that device, then the consequences are, of course, far worse.



- So what is covered?
  - EVERYTHING taught this semester
  - Even if I didn't "cover" it during this review
  - Anything and everything that was taught or shown in class or in the labs is fair game.
    - Including material from the first two exams

## Questions:



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